Recreating the *Go Round* Effect
An Exercise in Presentation Marketing
with Macromedia Flash MX® & Flash 2004 MX®

Extracting the Image Files

Create a new folder for this project.
Right click on the ***goround_images.zip*** file, located within the online lesson, and save it and/or open it. Extract all of the files to the new folder you just created.

Adding Files to the Library
Remember objects you intend to add to your movie should each be found within the library.

Import Files to the Library   Within Flash, select:
1. If using Fireworks MX®:
   a)   *File, Import to the Library Import to the Library...*
   b)   browse to the folder where you extracted your images and press [Ctrl] + [A] to select all files. Then click [Open].
2. If using Fireworks 2004 MX®:
   a)   *File, Import, Import to Library*
   b)   browse to the folder where you extracted your images and press [Ctrl] + [A] to select all files. Then click [Open].
To view objects within your library, press [Ctrl] + [L]

Saving the File

Save the file within the same folder as you extracted the images to. Remember to save often as you complete this project.

Setting up the Document

Change the color of the background by clicking *Modify, Document*. The color of the background on the example project is: #E0D6B2
Note: about the color: #E0D6B2 is a color given as a hexadecimal value. The first two values are the value of red, the second two are the value of green, and the third set is the value of blue.
To precisely place images within your movie, turn on the grid view: *View, Grid, Show Grid...*
Grid lines will display on your document. They will not be visible when you publish or test your movie; they are only there to help you as you create it. Edit the grid lines (make the squares larger): *View, Grid, Edit Grid*. Change the grid lines to: **30.7 px** (pixels) for both width and height.
The dimensions of your document should remain the default: 550 px wide by 400 px high. To see what your dimensions are, click: *Modify, Document*.

Adding the Images to Scene 1 of the Movie

Double click on Layer 1" and rename it: **Cake**

Following each step is crucial to making this a successful project:

1.   Drag an instance of the cake.gif image to the stage. This will automatically place a keyframe in Frame 1.

2.   Insert additional keyframes at the following frames within the *Cake* layer:
   a)   15
   b)   20
   c)   25
   d)   40

   Please notice the pattern you have created: 15 frames, 5 frames, 5 frames, 15 frames
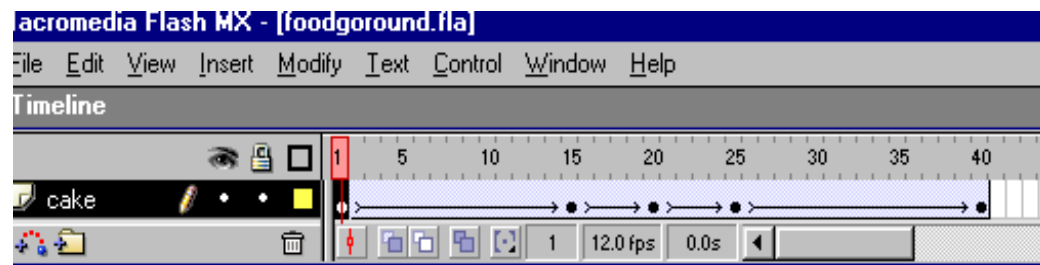
3.   Before moving the image or resizing it, *Create a Motion Tween* between each of the keyframes and on the last keyframe.

4.   Position the image three squares from the top and three squares from the left of the stage. Make the image 5 squares wide. Here is a screen shot:
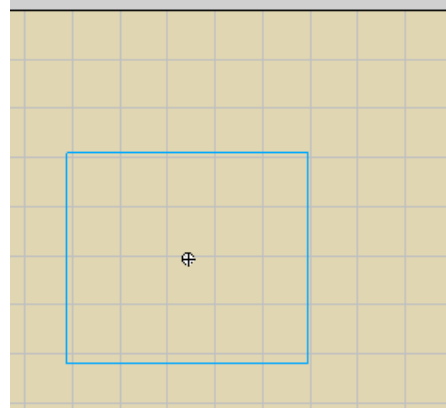

Left side of the stage
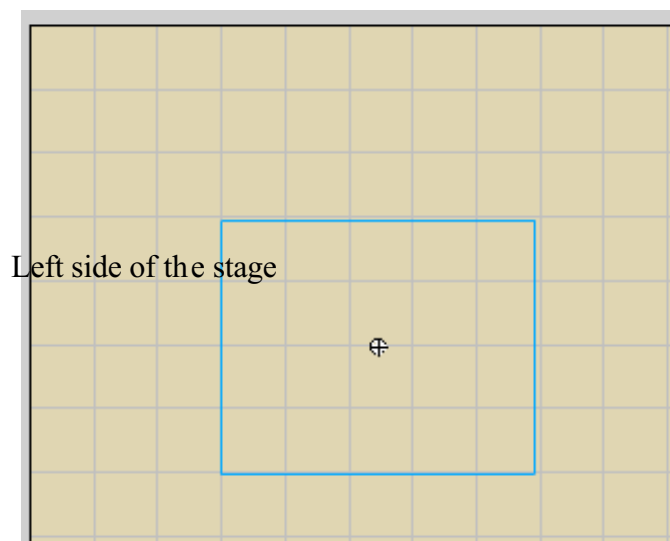
5. Single click on the keyframe within Frame 15. The picture should be the same size as it originally was when you originally added it to the stage. That is good. Do not change the image size, but do move it to the left edge of the stage, 2 rows up from the bottom. Here is a screen shot:
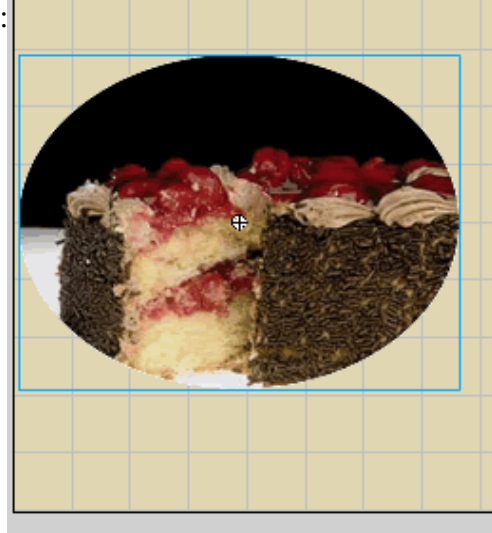
Bottom left side of the stage

Please note: The image does not have to be exactly the same size, just close to it. But it does need to be correctly positioned.

6. At Frame 20, bring the image down to the bottom of the stage. Resize it, leaving 4 squares on each side of the image.
7. At Frame 25, position the image on the right side of the stage, 2 rows up from the bottom. The image should be the same size and position of the image at Frame 15, only on the opposite side of the stage.
8. At Frame 40, position the image 3 frames below the top of the stage and 3 frames from the right side of the stage. Here is the position:

Top Right Side of the Stag

Resize the image so that it is 5 squares wide. To give the images the effect of fading in and out, complete the following steps on the images within keyframes 1 and 40: Single click on the image in Frame 1 and change the image settings to the following

Do the same for the image in Frame 40.

1.   Repeat the steps for each of the images within the Library:

chocolate_roses.gif
gumdropsundae.gif
hotfudgecakes.gif
icecream.gif
lifesavers.gif
spicegumdrops.gif
choco_cherry.gif

2.   Each layer is staggered 20 frames. Here is a screen shot:
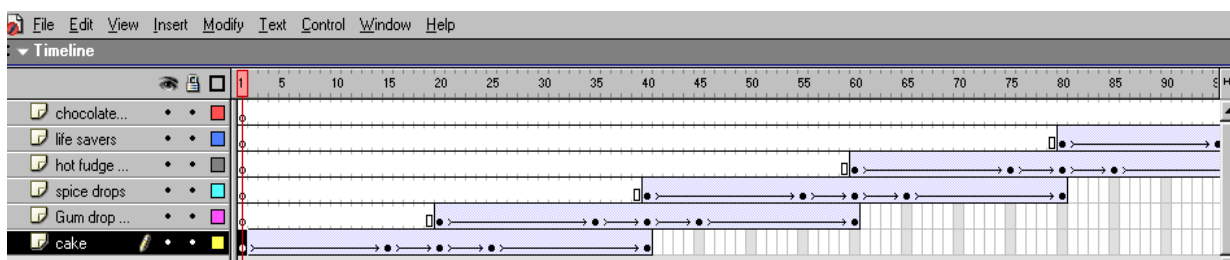
Fading In and Out

How to Fade

1.   Single click on the keyframe containing the image you wish to fade. The image should be selected as well as the keyframe.
2.   If the **Properties** window does not display beneath the Stage, click: *Window, Properties*.
3.   Within the **Properties** window, look for the *Color* pull down menu:
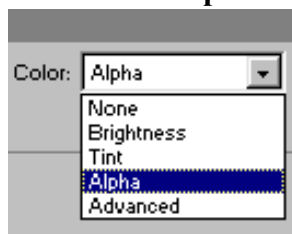
Select *Alpha* and change the Percentage value of the

fading effect. For this project, adjust the Percentage of the Alpha to **0%**

Where to Fade   Adjust the objects to 0% Alpha withing the following keyframes:
1.   Cake Layer, Keyframes within Frames 1 and 40
2.   Gum Drop Sundae Layer, Keyframes within Frames 20 and 60
3.   Spice Drops Layer, Keyframes within Frames 40 and 80
4.   Hot Fudge Cake Layer, Keyframes within Frames 60 and 100
5.   Life Savers Layer, Keyframes 80 and 120
6.   Chocolate Roses Layer, Keyframes 100 and 140

If you did not notice the pattern, you are fading the images within the first and last keyframes of their respective layers.

Wrapping it Up
Save the file. Hopefully you have been saving often throughout this exercise. To test your work, press [Ctrl] + [Enter]